

1



2

# BACKGROUND

Nine years teaching problem gambling and prevention courses at University of Oregon (Go Ducks!)

- Family & Human Services Program
- Substance Abuse Prevention Program
- Support for Student Athletes
- Internship & grad study supervision



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3

# WHAT WE'LL COVER:

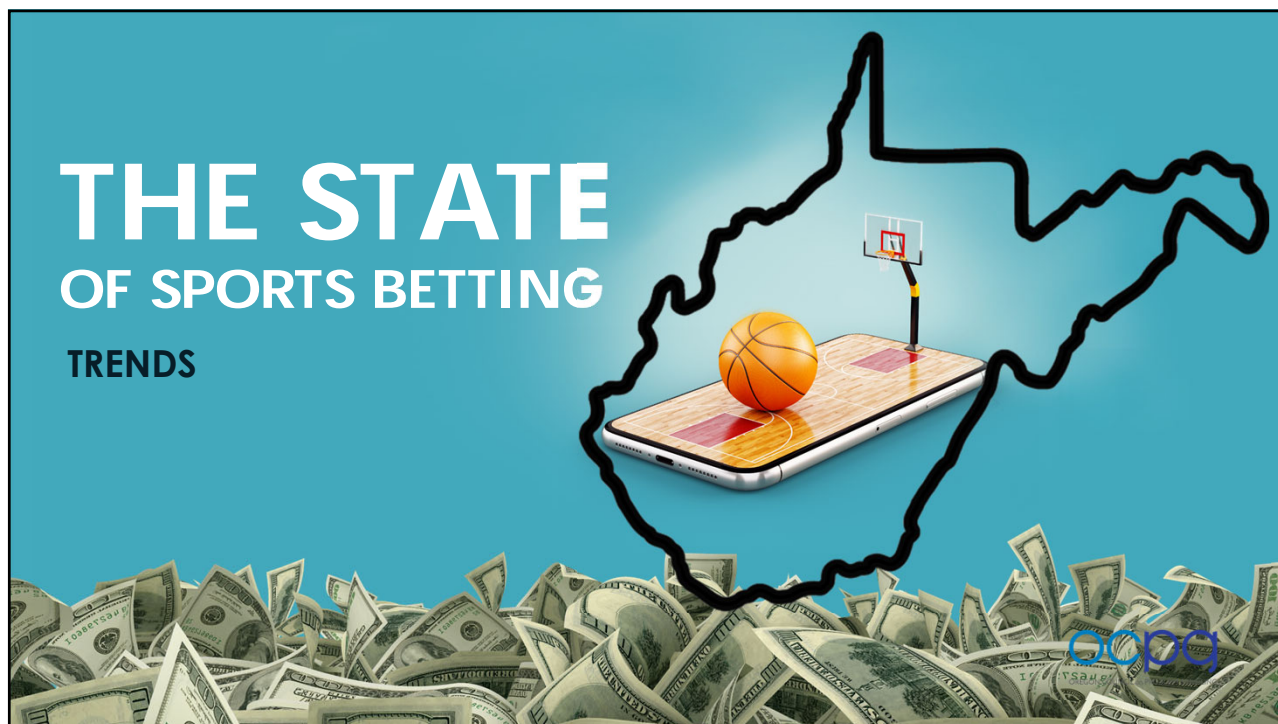


TRENDS

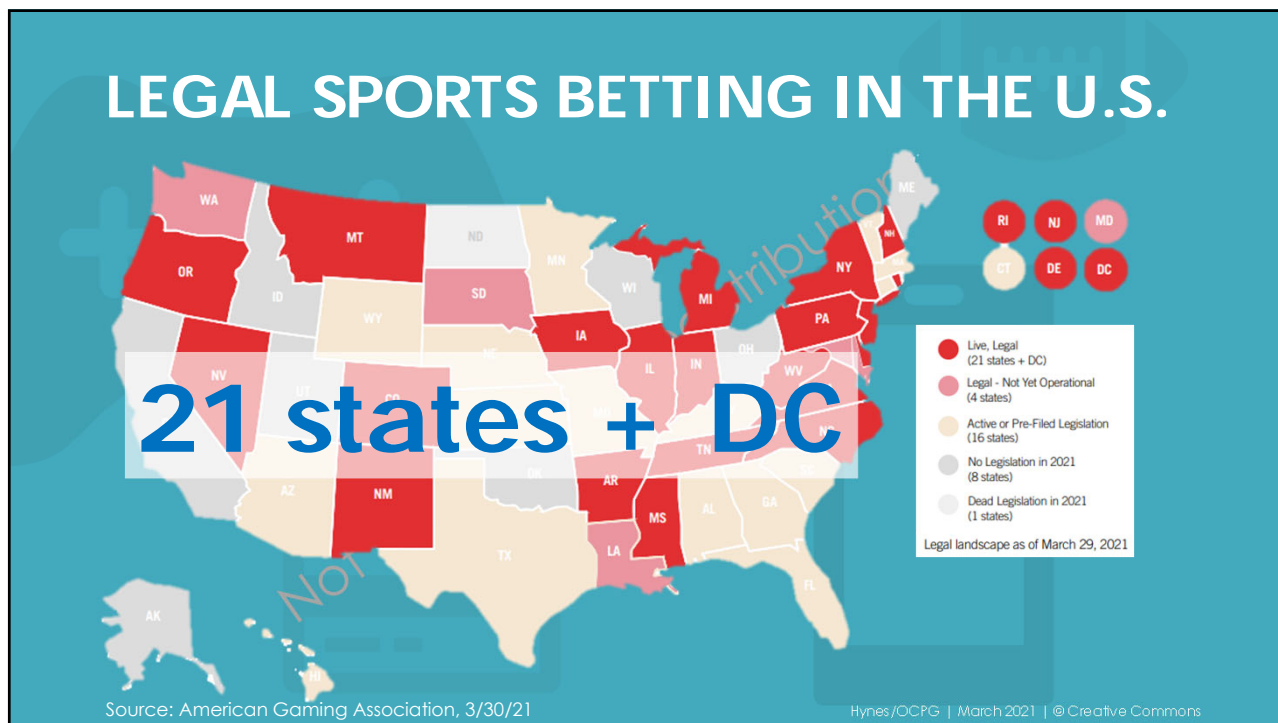
RISKS

SCREENING  
(leading into Mike Buzzelli's presentation around programming)

7



8



9

**CURRENT: Casino-based**

**SPORTS BETTING IN WV**

**SPORTSBOOK AT HOLLYWOOD CASINO CHARLES TOWN**  
Enjoy a diverse sports betting experience that covers just about every game around. Place your bets at The Sportsbook at Hollywood Casino in Charles Town, WV near Washington, DC.

... IT'S ALWAYS GAME TIME HERE ...

Casino > Games > FanDuel Sportsbook

**FanDuel Sportsbook**

**Now Open in the Casino Club**

**FANDUEL SPORTSBOOK**  
SPORTS BETTING REIMAGINED

The Greenbrier and FanDuel are pleased to announce the opening of the retail sports wagering service location inside The Casino Club at The Greenbrier, America's only private casino. Guests of the resort can now enjoy sports betting in addition to live entertainment, international cuisine, and world-class gaming experiences in the warmth and charm of America's Resort.™

Place your wager on sports around the world at the retail location inside The Casino Club and then sit back and watch the games on one of 21 televisions in the Sportsbook lounge.

Casino  
Games +  
Casino Policies  
Players Club  
Restaurants & Lounges +

10

**PROPOSED:**

**SPORTS BETTING IN WV**

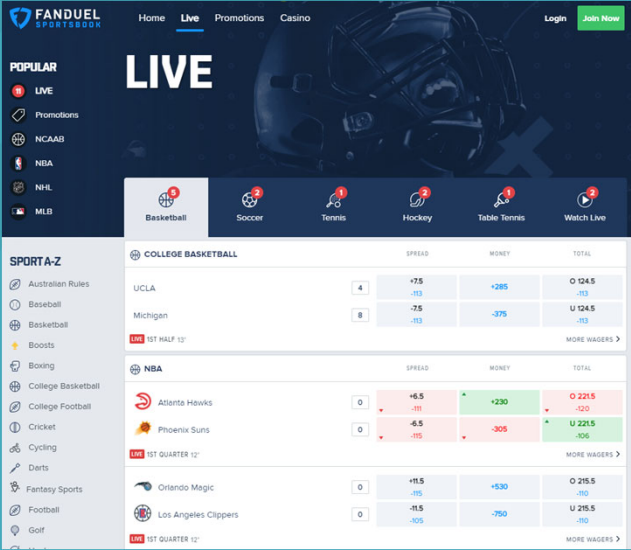
SB 603 – would allow new operators to conduct remote sports/interactive wagering

- Bars and restaurants could provide online betting apps
- Would allow for esports wagering

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11

# ACTION & AVAILABILITY



**FANDUEL SPORTSBOOK** Home Live Promotions Casino Login Join Now

**POPULAR LIVE**

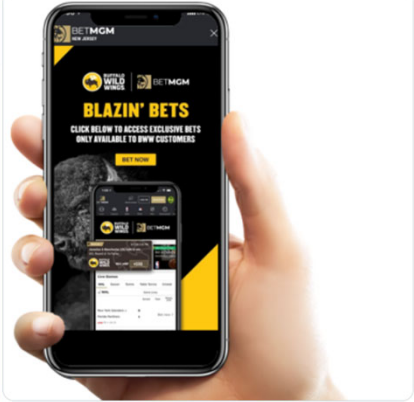
**SPORT-A-Z**

COLLEGE BASKETBALL	SPREAD	MONEY	TOTAL
UCLA	-4	+75	O 124.5
Michigan	+8	-75	U 124.5

NBA	SPREAD	MONEY	TOTAL
Atlanta Hawks	0	+6.5	O 221.5
Phoenix Suns	0	-6.5	U 221.5

**Kirvin Doak** @KDCLasVegas

The action is about to be BLAZIN!🔥🔥🔥 @BetMGM & @BWWings launched an exclusive sports betting experience, offering custom bets and promotions to fans physically inside a Buffalo Wild Wings in Colorado, New Jersey, Indiana, Iowa, Tennessee and West Virginia



2:30 PM · Mar 12, 2021

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12

# WHY SHOULD WE CARE?

TECH | FAMILY & TECH JULIE JARGON

**When All-Night Gaming Results in Dropping Out of College**

For one young man, videogames helped him deal



Jake Uskoski and his mother, Elaine  
 PHOTO: LIBBY MARCH FOR THE WALL STREET JOURNAL

**The Under-40 Set Discovers Day Trading**

By Avi Salzman June 12, 2020 6:48 pm ET




Illustration by Aaron Dana


Text size ⌵ ⌶

Warren Buffett sold all of his airline stocks as the coronavirus spread. Carl Icahn dumped Hertz Global Holdings just after the rental-car company filed for bankruptcy on May 22.

Those are the kind of "smart money" signals that typically trigger an exodus from stocks. But for a new breed of traders—young people who might not have the same reverence for the elder statesmen of investing as more experienced market participants do—the opposite has happened.

**TikTok**  
 @barstoolgambling

Betting advice for the day:  
 Everybody d!3s eventually



Sources: Wall Street Journal, 2019  
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13

# KEY ISSUES IN PARTICULAR WITH ONLINE/MOBILE GAMBLING

- Availability, multi-screen, speed of play
- In-person competition replacement
- Isolation, anonymity, FOMO
- Disassociation, escape, self-medication
- Dopamine & rewards

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18

# BUT... THE BRAIN DOESN'T CARE.

*It's NOT about the money!*

Potential losses      Potential gains

LH      RH

Z-value  
-4.0 -2.3 2.3 4.0

Dopamine **not released** when expecting a loss.  
Flooded with dopamine when expecting a **win**.

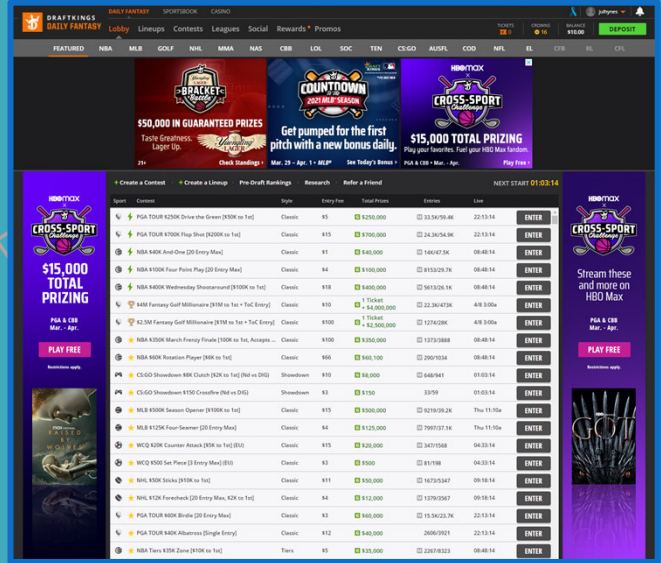
Source: Brain Briefings (2007, October), Society for Neuroscience, Washington, DC

22

# FANTASY SPORTS

- 11-18% of college students past-year participation<sup>1</sup>
- 43% of college fantasy sports players gambled on them in past year<sup>1</sup>
- Daily fantasy sports players had more gambling disorder criteria<sup>2</sup>

1. Martin & Nelson, 2014; 2. Martin et al., 2017



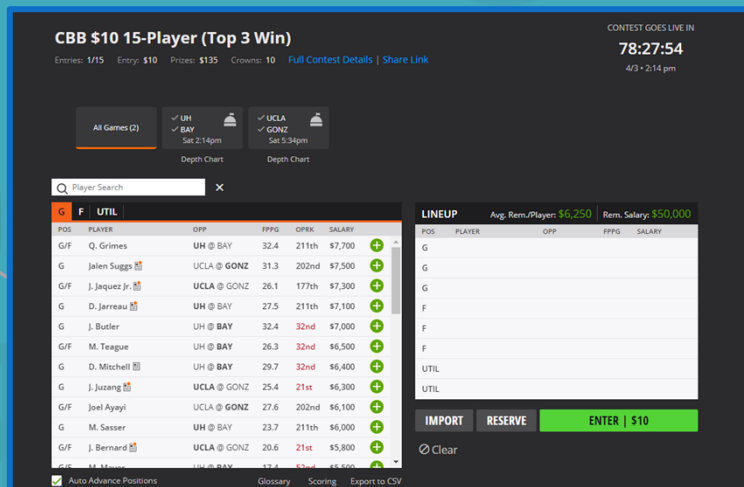
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25

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26

# ESPORTS

TRADITIONAL SPORTS	ESPORTS
 <p>etc...</p>	 <p>etc... and new games keep coming...</p>

Images [fair use]: NFL, PGA, NBA, MLB, NHL, NCAA, Valorant, World of Warcraft, Overwatch, Dota, APEX Legends, Fortnite, League of Legends, StarCraft. Hynes/OCPG | March 2021 | © Creative Commons

27

# WW & ESPORTS IN HIGHER ED



**ESPORTS GAMING**

- Madden • NBA 2K • MLB
- Rocket League • FIFA

PS4 XBOX

Register NOW - [imleagues.com/marshall](http://imleagues.com/marshall)

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28



## ESPORTS WAGERING

Esports betting industry:  
\$2-7B (2018)  
\$7B (2019)  
\$14B (estimated; 2020)

Sources: newzoo.com; sportspromedia.com

### Study: Esports gambling revenue set to hit US\$14bn in 2020

New research finds 30% of gamblers have bet on gaming in last three months.

Posted: April 17 2020 | By: Tom Bassam | [Twitter](#) [Facebook](#) [LinkedIn](#) [Email](#)



Getty Images

Esports global gambling revenue is set to double to US\$14 billion in 2020, according to new research from global consumer surveyors 2CV and market analysts ProdegeMR.

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29

## COVID & ESPORTS WAGERING TRENDS

“COVID has been the oracle of the future.”

Rahul Sood, CEO of esports betting site Unikrn (12/1/2020), Betting on Sports America

- Trends: primarily 1:1 translation sports to esports (FIFA, NBA2K)
- Wagering on games such as CSGO & COD will only continue to increase
- Increased betting sponsorship of leagues and teams – (e.g., Bet365)

Source: Tatiana Tacca, Director of Esports Monument Worldwide (12/1/20), Betting on Sports America

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30

# NOT ESPORTS, BUT IN- GAME GAMBLING

Left: Image credit Rockstar Games; article in Forbes.com; Right: mp1st.com

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32

# TWITCH SLOTS CHANNELS

<https://www.twitch.tv/directory/game/Slots>

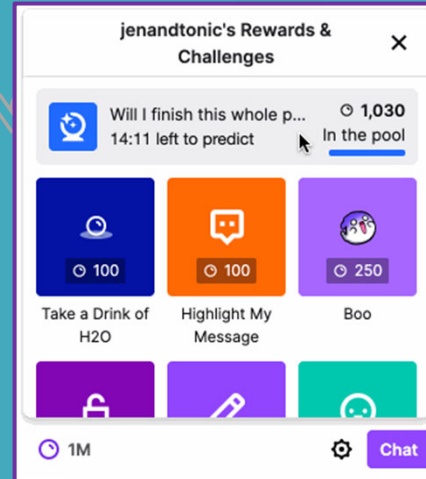
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35

## TWITCH PREDICTIONS

Viewers can use their channel “points” to “predict” and outcome to earn more channel points.

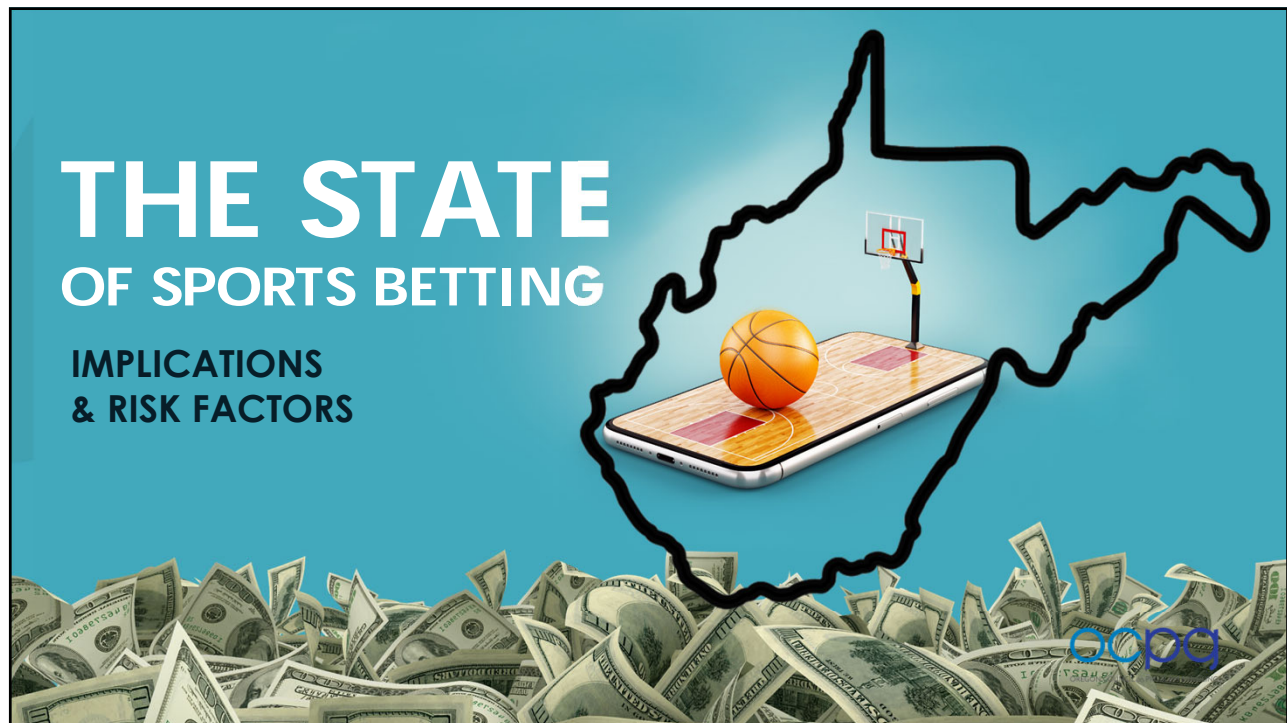
Channel points can be used to purchase more items in Twitch.



<https://www.engadget.com/twitch-predictions-channel-points-182233979.html>

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36



37



38

## PREVALENCE

**GAMING DISORDER:**  
General U.S. adult population 1.5-13%<sup>2</sup>  
Young adult U.S. population 13-18.5%<sup>2</sup>

**GAMBLING DISORDER:**  
2-3% of adult population  
5-10% young adult population

Sources: 1. Stevens et al., 2020; 2. Young et al., 2017; Shaffer & Hall, 2001; Nowak & Aloe, 2014; Blinn-Pike et al., 2007  
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41

## NOT ALL GAMBLING IS PROBLEM GAMBLING!

- Gambling for fun, not to make money
- Having a gambling budget and sticking to it
- Setting time limits and win limits
- Balancing gambling with other enjoyable activities
- Social activity

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42

## DIAGNOSTIC CRITERIA COMPARED (DSM- 5)

**Gambling Disorder =**  
4 or more of the following:

Withdrawal  
Tolerance

Unable to cut back/quit  
Preoccupation

Gambling when distressed  
Chasing losses

Lying/concealing  
Jeopardizing relationships, jobs, educ.

**Proposed**  
**Internet Gaming Disorder**  
criteria:

Withdrawal  
Tolerance

Unable to cut back/quit  
Preoccupation

Gaming to relieve negative moods  
Continuing to game despite problems

Deceiving family members or others  
Jeopardizing relationships, jobs, educ.

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43

## PRACTICAL SIGNS YOU MIGHT SEE IN COLLEGE STUDENTS

- Poorer hygiene
- Seems more tired than usual
- Skips class, lower grades, misses exams
- Loss of interest in other people/activities
- Rationalizes – “I don’t game/gamble as much as Connor,” “I’m practicing as this is becoming a career”
- Spends a considerable amount of time/money on lines research, computer gear, loot boxes, etc.
- Seems anxious / pressured
- Hides amount of gam(bl)ing and/or money spent

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44

## PRACTICAL SIGNS YOU MIGHT SEE IN COLLEGE STUDENTS

- Poorer hygiene
- Seems more tired than usual

Look familiar?

This is why screening is super important!

- Spends a considerable amount of time/money on lines research, computer gear, loot boxes, etc.
- Seems anxious / pressured
- Hides amount of gam(bl)ing and/or money spent

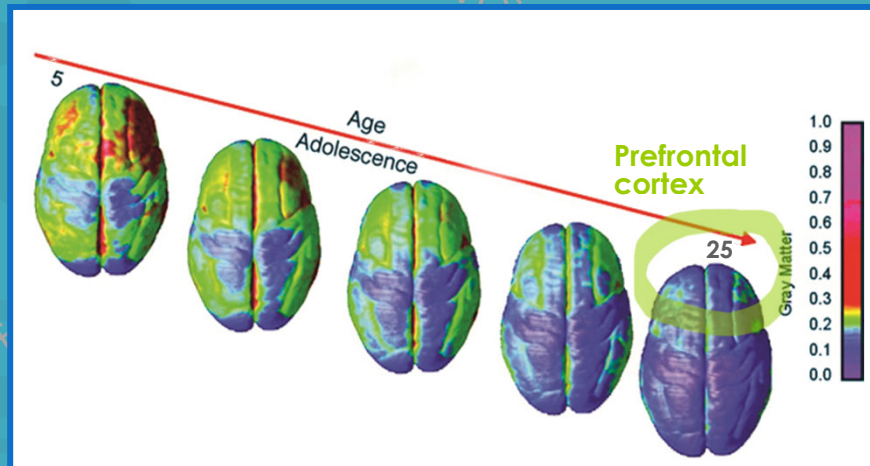
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45

## RISKS: MOST COLLEGE- AGE BRAINS ARE STILL DEVELOPING

### PREFRONTAL CORTEX

- Emotion regulation
- Decision making
- Problem solving
- Planning
- Reasoning
- Empathy



Graphic: Gogtay et al., 2004

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46

## KEY RISK FACTORS FOR GAM(BL)ING DISORDER:

- Early big wins (gambling)
- Impulsivity
- Low self-control
- Anxiety
- Severe depressive systems
- Poor sleep quality
- Competitive (gambling)
- High sensation seeking
- Emotional dysregulation
- Attention problems, ADHD
- Personality disorders
- Conduct disorders
- Delinquency
- Substance use
- Peer involvement
- Parental attitudes & involvement

Black et al., 2006; Brezing, Derevensky, & Potenza, 2010; Dowling et al., 2017; Derevensky, 2019; Johansson et al., 2009; Kuss & Griffiths, 2012; Richard et al., 2020; Rho et al., 2017; Severo et al., 2020; Shead, Derevensky, & Gupta, 2010; Sugaya et al., 2019

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47

# RISK: KEEP IN MIND TRAUMA IS LIKELY INVOLVED.

3 or more Adverse Childhood Experiences associated with **3x rate** disordered gambling

Associated w/ ADHD, personality disorders & **disordered gambling**

Source: Poole et al., 2017

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48

# INTERSECTIONALITY OF RISK IN YOUNG ADULTS

Stay-at-Home Parents?  
People with Physical Disabilities?  
(no current data)

Black, Indigenous, & Other People of Color

People with Substance Use Issues

Low Socioeconomic Status

LGBTQ+

People with Intellectual/Developmental Disabilities

People with Mental Health Issues

Servicemembers & Veterans

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49



## KEY CO- OCCURRING ISSUES: GAMING DISORDER (ICD- 11) & GAMBLING DISORDER (DSM- 5)

Dq{hw | Ghsuhwlrq | DGKG

Dfrkrq# Xvh#  
G lvrughu | Vxewdqfh#  
Xvh#G lvrughu

Ford, 2020; Burleigh, Griffiths, Sumich, Stavropoulos & Kuss, 2019

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50

## OTHER IMPACTS: GAMING DISORDER (ICD- 11) & GAMBLING DISORDER (DSM- 5)

Vwhv | Vhghqwdul#  
dfwylw | Srruh#  
qxwlrq | Vdhs#  
lvxhv

Ford, 2020; Severo et al., 2020; Parhami, Siania, Rosenthal & Fong, 2013; Burleigh, Griffiths, Sumich, Stavropoulos & Kuss, 2019

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52

# KEY PROTECTIVE FACTORS FOR GAMBLING DISORDER

- Parental involvement
- Community involvement
- Prosocial involvement
- Boredom

Brezing, Derevensky, & Potenza, 2010; Dowling et al., 2017; Derevensky, 2019; Johansson et al., 2009; Kuss & Griffiths, 2012; Richard et al., 2020; Rho et al., 2017; Severo et al., 2020; Shead, Derevensky, & Gupta, 2010; Sugaya et al., 2019

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53

# STUDENT ATHLETES

## Percentage of NCAA Student-Athletes Who Have Bet On Sports in the Past Year

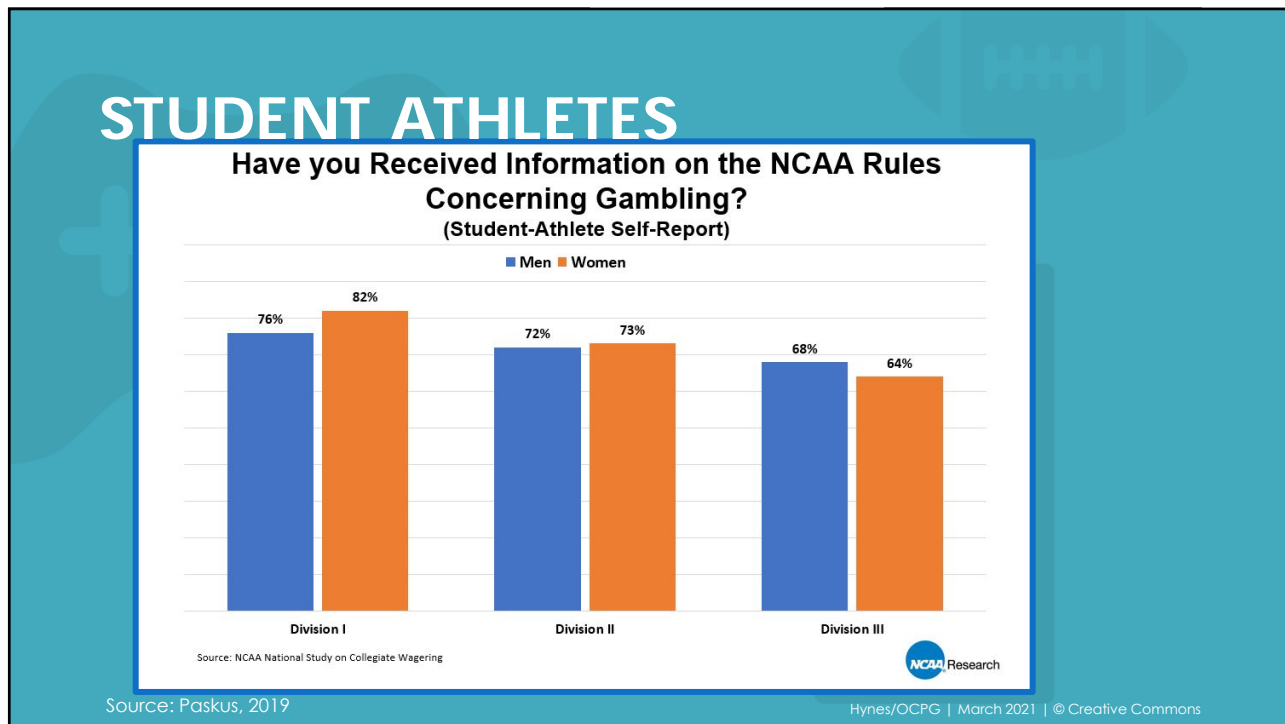
A bar chart comparing the percentage of men and women who have bet on sports in the past year across three NCAA divisions. The y-axis represents the percentage, ranging from 0% to 35% in 5% increments. The x-axis lists Division I, Division II, and Division III. For each division, there are two bars: a blue bar for men and an orange bar for women. The data points are: Division I (Men: 16.5%, Women: 2.8%), Division II (Men: 22.8%, Women: 3.5%), and Division III (Men: 32.1%, Women: 6.7%). The NCAA Research logo is in the bottom right corner of the chart area.

Division	Men	Women
Division I	16.5%	2.8%
Division II	22.8%	3.5%
Division III	32.1%	6.7%

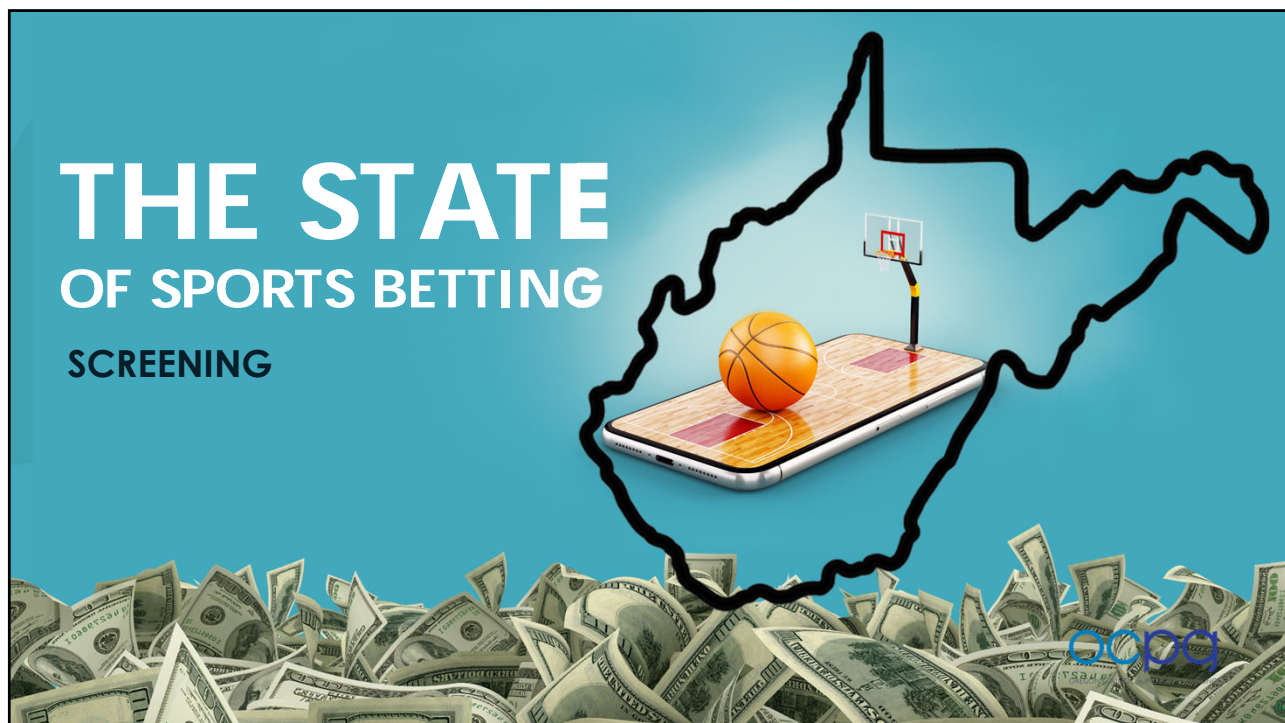
Source: Paskus, 2019

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55



56



60

# GAMBLING DISORDER SCREENING: BBGS

**Brief Biosocial Gambling Screen**  
*A "yes" answer to any of the questions means the person is at risk for developing a gambling problem.*

1. During the past 12 months, have you become restless, irritable or anxious when trying to stop/cut down on gambling?	YES	NO
2. During the past 12 months, have you tried to keep your family or friends from knowing how much you gambled?	YES	NO
3. During the past 12 months, did you have such financial trouble as a result of your gambling that you had to get help with living expenses from family, friends or welfare?	YES	NO

 [www.icrg.org](http://www.icrg.org)  
 [www.divisiononaddiction.org](http://www.divisiononaddiction.org)

Resources:

<https://www.divisiononaddiction.org/outreach-resources/bbgs-e-screener/>

<https://learn.problemgambling.ca/eip/screening-assessment>

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61

# GAMING DISORDER SCREENING: IGDS9- SF

1. Do you feel preoccupied with your gaming behavior? (Some examples: Do you think about previous gaming activity or anticipate the next gaming session? Do you think gaming has become the dominant activity in your daily life?)
2. Do you feel more irritability, anxiety or even sadness when you try to either reduce or stop your gaming activity?
3. Do you feel the need to spend increasing amount of time engaged gaming in order to achieve satisfaction or pleasure?
4. Do you systematically fail when trying to control or cease your gaming activity?
5. Have you lost interests in previous hobbies and other entertainment activities as a result of your engagement with the game?
6. Have you continued your gaming activity despite knowing it was causing problems between you and other people?
7. Have you deceived any of your family members, therapists or others because the amount of your gaming activity?
8. Do you play in order to temporarily escape or relieve a negative mood (e.g., helplessness, guilt, anxiety)?
9. Have you jeopardized or lost an important relationship, job or an educational or career opportunity because of your gaming activity?

Resource & additional screening tools:

<https://www.sciencedirect.com/science/article/pii/S0272735820300192>

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63

# PROGRAMMING: THE GREAT MIKE BUZZELLI AFTER THE BREAK!



Not for C... on


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64

# THANKS!

Let's stay connected.

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julie@oregoncpg.org  
@oregoncouncil / @julhynes



65